

Spirits of Air

Force	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Physical Attributes																
- Body	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
- Agility	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
- Reaction	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
- Strength	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13
Mental Attributes																
- Willpower	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Logic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Intuition	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Charisma	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Special Attributes																
- Edge	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
- Essence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Magic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Initiative																
- Normal (X + 2d6)	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36
- Astral (X + 3d6)	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Limits																
- Mental	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
- Physical	3	3	4	4	6	7	8	10	11	12	14	15	16	18	19	20
- Social	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
Condition Monitor Boxes																
- Physical	9	9	9	9	10	10	11	11	12	12	13	13	14	14	15	15
- Stun	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
- Overflow	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Attribute-Only Tests																
- Composure	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Judge inten.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Lift/Carry	2	2	2	3	5	7	9	11	13	15	17	19	21	23	25	27
- Memory	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Skills																
- Assensing	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Astral Combat	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Exotic Ranged Weapon	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35
- Running*	2	3	4	5	7	9	11	13	15	17	19	21	23	25	27	29
- Perception	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Unarmed Combat	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35

*Spirits of Air get +10 meters per hit when sprinting.

Powers

Accident P, LOS, Complex, Instant

GM determines the exact nature of a seemingly normal accident, based on what the target is doing and what's going on around him. Circumstance and environment makes the power dangerous. **# Targets:** Up to critter's Magic. **Opposed Test:** Magic + Willpower vs. target's Reaction + Intuition. **Success:** As if target rolled a glitch on a test. **Success > 3 net hits:** As a critical glitch.

Astral Form M, Self, Auto, Always

Only exists in the astral plane. Only astral attacks or mana spells/powers may hurt it. Can only affect dual-natured beings or those on the astral plane through astral projection or astral perception. Can manifest on the physical plane as astrally projecting magicians.

Concealment P, LOS, Simple, Sustained

Can hide itself, other brings, or objects. Concealment subtracts a number of dice equal to Magic from Perception Tests to locate the concealed subject. **# Targets:** Up to Magic (meta-human size), or Magic x 5 (cat-size). Subjects can see each other if it chooses.

Confusion M, LOS, Complex, Sustained

Target unable to think clearly; becomes indecisive, forgetful, and befuddled. **Opposed Test:** Magic + Willpower vs. target's Willpower + Logic. **Success:** Net hits are negative dice pool modifier for target's actions.

Engulf P, Touch, Complex, Sustained

Draws a target into itself or the terrain it controls. **Attack:** Melee. **Damage:** Stun, Magic x 2 + net hits on attack. **Target resist:** Body (Protective gear like for toxin and drug might protect (p. 408)). **Extra:** Until escape the target is auto-hit (but can resist) on critter's subsequent action phases. **Target escape (complex action):** Strength + Body vs. critter's Magic + Body.

Materialization M, Self, Complex, Sustained

Can project itself into the physical world and form a temporary "body". Can interact with, and affect, physical beings. Immunity to Normal Weapons.

Movement P, LOS, Complex, Sustained

Can speed up or slow down target's movement rate. Only functions in terrain that the critter controls. Can multiply or divide the target's movement rate by up to Magic. Several uses do not stack. (p. 399 for vehicles).

Sapience P, Self, Auto, Always

Self-aware, capable of making own choices, and generally at or above the level of Homo sapiens. Can use skills Untrained (p. 131) and can default normally. Capable of learning new skills and magic (if awakened).

Search P, Special, Complex, Special

Magic + Intuition (5, 10 minutes) Extended Test to find target. Must have seen target before. Spirits can be provided with mental image. Can search from astral, even if target is in the physical world.

Situation	Threshold Modifier
Target is more than 1 km away	+1/km
Target is object or place	+5
Situation	Dice Pool Modifier
Target hidden by Concealment power	–Magic
Target hidden by mana barrier	–Force

Optional Powers

Elemental Attack P, Special, Complex, Instant

Damaging stream of elemental electrical energy. **Attack:** Ranged, incr. of Magic meters, Exotic Ranged Weapon skill + Agility [Physical]. **Damage:** Magic x 2 + electricity (p. 170), AP –Magic.

Energy Aura P, Self, Auto, Always

Aura of damaging electrical energy. Magic rating is added to DV of any melee attack it makes (AP –Magic) + electricity. Successful melee attacks against it damages the attacker (Damage Resistance Test vs. DV equal to Magic x 2 + electricity (AP –Magic)).

Fear M, LOS, Complex, Special

Fill victims with overwhelming terror. The victim flees in panic and doesn't stop until he is safely away and out of the critter's sight. **Opposed Test:** Willpower + Magic vs. target's Willpower + Logic. **Duration:** 1 Combat Turn per net hit. **After duration ends:** Target must succeed Willpower + Logic (net hits) Test to face it again.

Guard P, LOS, Complex, Sustained

Protects against normal environmental accidents and hazards (incl. those induced by the Accident power). Can be used to prevent a glitch from occurring. Each event prevented counts as a service for spirits. **# Targets:** Up to Magic.

Noxious Breath P, Special, Complex, Instant

Attack: Ranged, cone Body in meters, catch two targets if within 1 m from each other, Exotic Ranged Weapon skill + Agility [Physical]. **Damage:** Toxin, stun, inhalation (Speed: Immediate, Power: Magic, nausea; see p. 409). **Target resist:** Body (Protective gear like for toxin and drug might protect (p. 408)).

Psychokinesis P, LOS, Complex, Sustained

Can move object with mind. Similar to Magic Fingers spell (p. 294), acting as a magical "hand" with Strength and Agility equal to hits on a Magic + Willpower Test.

Spirits of Earth

Force	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Physical Attributes																
- Body	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
- Agility	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
- Reaction	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
- Strength	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Mental Attributes																
- Willpower	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Logic	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
- Intuition	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Charisma	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Special Attributes																
- Edge	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
- Essence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Magic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Initiative																
- Normal (X + 2d6)	1	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31
- Astral (X + 3d6)	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Limits																
- Mental	2	2	4	5	6	8	9	10	12	13	14	16	17	18	20	21
- Physical	6	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25
- Social	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
Condition Monitor Boxes																
- Physical	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18
- Stun	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
- Overflow	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Attribute-Only Tests																
- Composure	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Judge inten.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Lift/Carry	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
- Memory	2	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31
Skills																
- Assensing	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Astral Combat	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Exotic Ranged Weapon	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30
- Perception	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Unarmed Combat	2	3	4	6	8	10	12	14	16	18	20	22	24	26	28	30

Powers

Astral Form M, Self, Auto, Always

Only exists in the astral plane. Only astral attacks or mana spells/powers may hurt it. Can only affect dual-natured beings or those on the astral plane through astral projection or astral perception. Can manifest on the physical plane as astrally projecting magicians.

Binding P, Special, Complex, Instant

Can make target stick to it and become immobilized if adjacent. **Break free:** Complex Action, Strength + Body vs. critter's Magic + Willpower.

Guard P, LOS, Complex, Sustained

Protects against normal environmental accidents and hazards (incl. those induced by the Accident power). Can be used to prevent a glitch from occurring. Each event prevented counts as a service for spirits. **# Targets:** Up to Magic.

Materialization M, Self, Complex, Sustained

Can project itself into the physical world and form a temporary "body". Can interact with, and affect, physical beings. Immunity to Normal Weapons.

Movement P, LOS, Complex, Sustained

Can speed up or slow down target's movement rate. Only functions in terrain that the critter controls. Can multiply or divide the target's movement rate by up to Magic. Several uses do not stack. (p. 399 for vehicles).

Sapience P, Self, Auto, Always

Self-aware, capable of making own choices, and generally at or above the level of Homo sapiens. Can use skills Untrained (p. 131) and can default normally. Capable of learning new skills and magic (if awakened).

Search P, Special, Complex, Special

Magic + Intuition (5, 10 minutes) Extended Test to find target. Must have seen target before. Spirits can be provided with mental image. Can search from astral, even if target is in the physical world.

Situation	Threshold Modifier
Target is more than 1 km away	+1/km
Target is object or place	+5
Situation	Dice Pool Modifier
Target hidden by Concealment power	−Magic
Target hidden by mana barrier	−Force

Optional Powers

Concealment P, LOS, Simple, Sustained

Can hide itself, other beings, or objects. Concealment subtracts a number of dice equal to Magic from Perception Tests to locate the concealed subject. **# Targets:** Up to Magic (meta-human size), or Magic x 5 (cat-size). Subjects can see each other if it chooses.

Confusion M, LOS, Complex, Sustained

Target unable to think clearly; becomes indecisive, forgetful, and befuddled. **Opposed Test:** Magic + Willpower vs. target's Willpower + Logic. **Success:** Net hits are negative dice pool modifier for target's actions.

Engulf P, Touch, Complex, Sustained

Draws a target into itself or the terrain it controls. **Attack:** Melee. **Damage:** Physical, Magic x 2 + net hits on attack. **Target resist:** Body + Armor (AP −Magic). **Extra:** Until escape the target is auto-hit (but can resist) on critter's subsequent action phases. **Target escape (complex action):** Strength + Body vs. critter's Magic + Body.

Elemental Attack P, Special, Complex, Instant

Damaging stream of elemental acid energy. **Attack:** Ranged, incr. of Magic meters, Exotic Ranged Weapon skill + Agility [Physical]. **Damage:** Magic x 2 + acid (p. 170), AP −Magic.

Fear M, LOS, Complex, Special

Fill victims with overwhelming terror. The victim flees in panic and doesn't stop until he is safely away and out of the critter's sight. **Opposed Test:** Willpower + Magic vs. target's Willpower + Logic. **Duration:** 1 Combat Turn per net hit. **After duration ends:** Target must succeed Willpower + Logic (net hits) Test to face it again.

Spirits of Fire

Force	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Physical Attributes																
- Body	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
- Agility	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
- Reaction	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
- Strength	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Mental Attributes																
- Willpower	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Logic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Intuition	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
- Charisma	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Special Attributes																
- Edge	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
- Essence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Magic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Initiative																
- Normal (X + 2d6)	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35
- Astral (X + 3d6)	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Limits																
- Mental	2	3	5	6	7	9	10	11	13	14	15	17	18	19	21	22
- Physical	3	4	4	6	7	8	10	11	12	14	15	16	18	19	20	22
- Social	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
Condition Monitor Boxes																
- Physical	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17
- Stun	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
- Overflow	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Attribute-Only Tests																
- Composure	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Judge inten.	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33
- Lift/Carry	3	4	5	7	9	11	13	15	17	19	21	23	25	27	29	31
- Memory	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Skills																
- Assensing	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33
- Astral Combat	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Exotic Ranged Weapon	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
- Flight*	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
- Perception	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33
- Unarmed Combat	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34

*Spirits of Fire get +5 meters per hit when sprinting.

Powers

Accident P, LOS, Complex, Instant

GM determines the exact nature of a seemingly normal accident, based on what the target is doing and what's going on around him. Circumstance and environment makes the power dangerous. **# Targets:** Up to critter's Magic. **Opposed Test:** Magic + Willpower vs. target's Reaction + Intuition. **Success:** As if target rolled a glitch on a test. **Success > 3 net hits:** As a critical glitch.

Astral Form M, Self, Auto, Always

Only exists in the astral plane. Only astral attacks or mana spells/powers may hurt it. Can only affect dual-natured beings or those on the astral plane through astral projection or astral perception. Can manifest on the physical plane as astrally projecting magicians.

Confusion M, LOS, Complex, Sustained

Target unable to think clearly; becomes indecisive, forgetful, and befuddled. **Opposed Test:** Magic + Willpower vs. target's Willpower + Logic. **Success:** Net hits are negative dice pool modifier for target's actions.

Elemental Attack P, Special, Complex, Instant

Damaging stream of elemental fire energy. **Attack:** Ranged, incr. of Magic meters, Exotic Ranged Weapon skill + Agility [Physical]. **Damage:** Magic x 2 + fire (p. 171), AP –Magic.

Energy Aura P, Self, Auto, Always

Aura of damaging fire energy. Magic rating is added to DV of any melee attack it makes (AP –Magic) + fire. Successful melee attacks against it damages the attacker (Damage Resistance Test vs. DV equal to Magic x 2 + fire (AP –Magic)).

Engulf P, Touch, Complex, Sustained

Draws a target into itself or the terrain it controls. **Attack:** Melee. **Damage:** Magic x 2 + net hits on attack, fire (p. 171). **Target resist:** Body + Armor (AP –Magic). **Extra:** Until escape the target is auto-hit (but can resist) on critter's subsequent action phases. **Target escape (complex action):** Strength + Body vs. critter's Magic + Body.

Materialization M, Self, Complex, Sustained

Can project itself into the physical world and form a temporary "body". Can interact with, and affect, physical beings. Immunity to Normal Weapons.

Sapience P, Self, Auto, Always

Self-aware, capable of making own choices, and generally at or above the level of Homo sapiens. Can use skills Untrained (p. 131) and can default normally. Capable of learning new skills and magic (if awakened).

Weaknesses

Allergy Water, Severe

–4 dice pool penalty to all tests and 1 box of Physical damage/minute when in contact with water. –5 dice pool on water-based Resistance Tests.

Optional Powers

Fear M, LOS, Complex, Special

Fill victims with overwhelming terror. The victim flees in panic and doesn't stop until he is safely away and out of the critter's sight. **Opposed Test:** Willpower + Magic vs. target's Willpower + Logic. **Duration:** 1 Combat Turn per net hit. **After duration ends:** Target must succeed Willpower + Logic (net hits) Test to face it again.

Guard P, LOS, Complex, Sustained

Protects against normal environmental accidents and hazards (incl. those induced by the Accident power). Can be used to prevent a glitch from occurring. Each event prevented counts as a service for spirits. **# Targets:** Up to Magic.

Noxious Breath P, Special, Complex, Instant

Attack: Ranged, cone Body in meters, catch two targets if within 1 m from each other, Exotic Ranged Weapon skill + Agility [Physical]. **Damage:** Toxin, stun, inhalation (Speed: Immediate, Power: Magic, nausea; see p. 409). **Target resist:** Body (Protective gear like for toxin and drug might protect (p. 408)).

Search P, Special, Complex, Special

Magic + Intuition (5, 10 minutes) Extended Test to find target. Must have seen target before. Spirits can be provided with mental image. Can search from astral, even if target is in the physical world.

Situation	Threshold Modifier
Target is more than 1 km away	+1/km
Target is object or place	+5
Situation	Dice Pool Modifier
Target hidden by Concealment power	–Magic
Target hidden by mana barrier	–Force

Spirits of Water

Force	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Physical Attributes																
- Body	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Agility	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
- Reaction	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
- Strength	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Mental Attributes																
- Willpower	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Logic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Intuition	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Charisma	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Special Attributes																
- Edge	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
- Essence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Magic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Initiative																
- Normal (X + 2d6)	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
- Astral (X + 3d6)	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Limits																
- Mental	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
- Physical	2	4	5	6	8	9	10	12	13	14	16	17	18	20	21	22
- Social	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
Condition Monitor Boxes																
- Physical	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
- Stun	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
- Overflow	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Attribute-Only Tests																
- Composure	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Judge inten.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Lift/Carry	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Memory	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Skills																
- Assensing	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Astral Combat	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Exotic Ranged Weapon	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33
- Perception	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Unarmed Combat	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33

Spirits of Water moves twice as fast when in water.

Powers

Astral Form M, Self, Auto, Always

Only exists in the astral plane. Only astral attacks or mana spells/powers may hurt it. Can only affect dual-natured beings or those on the astral plane through astral projection or astral perception. Can manifest on the physical plane as astrally projecting magicians.

Concealment P, LOS, Simple, Sustained

Can hide itself, other brings, or objects. Concealment subtracts a number of dice equal to Magic from Perception Tests to locate the concealed subject. **# Targets:** Up to Magic (meta-human size), or Magic x 5 (cat-size). Subjects can see each other if it chooses.

Confusion M, LOS, Complex, Sustained

Target unable to think clearly; becomes indecisive, forgetful, and befuddled. **Opposed Test:** Magic + Willpower vs. target's Willpower + Logic. **Success:** Net hits are negative dice pool modifier for target's actions.

Engulf P, Touch, Complex, Sustained

Draws a target into itself or the terrain it controls. **Attack:** Melee. **Damage:** Stun, Magic x 2 + net hits on attack, cold (p. 170). **Target resist:** Body + Armor (AP – Magic). **Extra:** Until escape the target is auto-hit (but can resist) on critter's subsequent action phases. **Target escape (complex action):** Strength + Body vs. critter's Magic + Body.

Materialization M, Self, Complex, Sustained

Can project itself into the physical world and form a temporary "body". Can interact with, and affect, physical beings. Immunity to Normal Weapons.

Movement P, LOS, Complex, Sustained

Can speed up or slow down target's movement rate. Only functions in terrain that the critter controls. Can multiply or divide the target's movement rate by up to Magic. Several uses do not stack. (p. 399 for vehicles).

Sapience P, Self, Auto, Always

Self-aware, capable of making own choices, and generally at or above the level of Homo sapiens. Can use skills Untrained (p. 131) and can default normally. Capable of learning new skills and magic (if awakened).

Search P, Special, Complex, Special

Situation	Threshold Modifier
Target is more than 1 km away	+1/km
Target is object or place	+5
Situation	Dice Pool Modifier
Target hidden by Concealment power	–Magic
Target hidden by mana barrier	–Force

Magic + Intuition (5, 10 minutes) Extended Test to find target. Must have seen target before. Spirits can be provided with mental image. Can search from astral, even if target is in the physical world.

Weaknesses

Allergy Fire, Severe

–4 dice pool penalty to all tests and 1 box of Physical damage/minute when in contact with fire. –5 dice pool on fire-based Resistance Tests.

Optional Powers

Accident P, LOS, Complex, Instant

GM determines the exact nature of a seemingly normal accident, based on what the target is doing and what's going on around him. Circumstance and environment makes the power dangerous. **# Targets:** Up to critter's Magic. **Opposed Test:** Magic + Willpower vs. target's Reaction + Intuition. **Success:** As if target rolled a glitch on a test. **Success > 3 net hits:** As a critical glitch.

Binding P, Special, Complex, Instant

Can make target stick to it and become immobilized if adjacent. **Break free:** Complex Action, Strength + Body vs. critter's Magic + Willpower.

Elemental Attack P, Special, Complex, Instant

Damaging stream of elemental fire energy. **Attack:** Ranged, incr. of Magic meters, Exotic Ranged Weapon skill + Agility [Physical]. **Damage:** Magic x 2 + cold (p. 170), AP –Magic.

Energy Aura P, Self, Auto, Always

Aura of damaging cold energy. Magic rating is added to DV of any melee attack it makes (AP –Magic) + cold. Successful melee attacks against it damages the attacker (Damage Resistance Test vs. DV equal to Magic x 2 + cold (AP –Magic)).

Guard P, LOS, Complex, Sustained

Protects against normal environmental accidents and hazards (incl. those induced by the Accident power). Can be used to prevent a glitch from occurring. Each event prevented counts as a service for spirits. **# Targets:** Up to Magic.

Weather Control P, LOS, Complex, Sustained

Can manipulate, within reason, certain local weather conditions. The desired weather must be realistically possible (no snow storms in equatorial Africa). The change reaches its peak when the critter completes a Magic + Willpower (10, 30 minutes) Extended Test.

Spirits of Beats

Force	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Physical Attributes																
- Body	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
- Agility	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
- Reaction	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Strength	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Mental Attributes																
- Willpower	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Logic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Intuition	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Charisma	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Special Attributes																
- Edge	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
- Essence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Magic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Initiative																
- Normal (X + 2d6)	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Astral (X + 3d6)	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Limits																
- Mental	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
- Physical	4	5	6	8	9	10	12	13	14	16	17	18	20	21	22	24
- Social	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
Condition Monitor Boxes																
- Physical	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17
- Stun	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
- Overflow	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Attribute-Only Tests																
- Composure	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Judge inten.	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Lift/Carry	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36
- Memory	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Skills																
- Assensing	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Astral Combat	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Perception	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Unarmed Combat	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33

Powers

Animal Control M, LOS, Complex, Sustained

Can control the behavior of an animal or a group of animals that do not have the sapience power. It has to be a normal behavior for the target animal. If the target leaves LOS it will continue to follow any orders they had already been given for Charisma minutes (new commands are not possible). **# Targets:** Up to Charisma (wolves, lions, etc.), or Charisma x 5 (cat-size). Subjects can see each other if it chooses.

Astral Form M, Self, Auto, Always

Only exists in the astral plane. Only astral attacks or mana spells/powers may hurt it. Can only affect dual-natured beings or those on the astral plane through astral projection or astral perception. Can manifest on the physical plane as astrally projecting magicians.

Enhanced Senses P, Self, Auto, Always

Low-Light Vision. +2 dice pool modifier and +1 to the limit for Hearing, Smell.

Fear M, LOS, Complex, Special

Fill victims with overwhelming terror. The victim flees in panic and doesn't stop until he is safely away and out of the critter's sight. **Opposed Test:** Willpower + Magic vs. target's Willpower + Logic. **Duration:** 1 Combat Turn per net hit. **After duration ends:** Target must succeed Willpower + Logic (net hits) Test to face it again.

Materialization M, Self, Complex, Sustained

Can project itself into the physical world and form a temporary "body". Can interact with, and affect, physical beings. Immunity to Normal Weapons.

Movement P, LOS, Complex, Sustained

Can speed up or slow down target's movement rate. Only functions in terrain that the critter controls. Can multiply or divide the target's movement rate by up to Magic. Several uses do not stack. (p. 399 for vehicles).

Sapience P, Self, Auto, Always

Self-aware, capable of making own choices, and generally at or above the level of Homo sapiens. Can use skills Untrained (p. 131) and can default normally. Capable of learning new skills and magic (if awakened).

Optional Powers

Concealment P, LOS, Simple, Sustained

Can hide itself, other beings, or objects. Concealment subtracts a number of dice equal to Magic from Perception Tests to locate the concealed subject. **#**

Targets: Up to Magic (meta-human size), or Magic x 5 (cat-size). Subjects can see each other if it chooses.

Confusion M, LOS, Complex, Sustained

Target unable to think clearly; becomes indecisive, forgetful, and befuddled. **Opposed Test:** Magic + Willpower vs. target's Willpower + Logic. **Success:** Net hits are negative dice pool modifier for target's actions.

Guard P, LOS, Complex, Sustained

Protects against normal environmental accidents and hazards (incl. those induced by the Accident power). Can be used to prevent a glitch from occurring. Each event prevented counts as a service for spirits. **# Targets:** Up to Magic.

Natural Weapon P, Touch, Auto, Instant

The critter possesses some natural weapons by which it can inflict Physical damage. Considered normal weapon. **Attack:** Melee, Unarmed Combat skill + Agility [Physical]. **Damage:** Physical, DV = Force, no AP.

Noxious Breath P, Special, Complex, Instant

Attack: Ranged, cone Body in meters, catch two targets if within 1 m from each other, Exotic Ranged Weapon skill + Agility [Physical]. **Damage:** Toxin, stun, inhalation (Speed: Immediate, Power: Magic, nausea; see p. 409). **Target resist:** Body (Protective gear like for toxin and drug might protect (p. 408)).

Search P, Special, Complex, Special

Magic + Intuition (5, 10 minutes) Extended Test to find target. Must have seen target before. Spirits can be provided with mental image. Can search from astral, even if target is in the physical world.

Situation	Threshold Modifier
Target is more than 1 km away	+1/km
Target is object or place	+5
Situation	Dice Pool Modifier
Target hidden by Concealment power	–Magic
Target hidden by mana barrier	–Force

Venom P, Touch, Auto, Instant

Secretes a toxin (p. 408). Vector: Injection, Speed: 1 Combat Turn, Penetration: 0, Power: Magic, Effect: Physical damage.

Spirits of Man

Force	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Physical Attributes																
- Body	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
- Agility	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Reaction	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
- Strength	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Mental Attributes																
- Willpower	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Logic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Intuition	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
- Charisma	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Special Attributes																
- Edge	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
- Essence	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
- Magic	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Initiative																
- Normal (X + 2d6)	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
- Astral (X + 3d6)	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Limits																
- Mental	2	3	5	6	7	9	10	11	13	14	15	17	18	19	21	22
- Physical	3	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21
- Social	2	3	4	6	7	8	10	11	12	14	15	16	18	19	20	22
Condition Monitor Boxes																
- Physical	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17
- Stun	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
- Overflow	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Attribute-Only Tests																
- Composure	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Judge inten.	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33
- Lift/Carry	3	4	5	7	9	11	13	15	17	19	21	23	25	27	29	31
- Memory	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
Skills																
- Assensing	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33
- Astral Combat	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Perception	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33
- Spellcasting	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
- Unarmed Combat	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32

Powers

Accident P, LOS, Complex, Instant

GM determines the exact nature of a seemingly normal accident, based on what the target is doing and what's going on around him. Circumstance and environment makes the power dangerous. **# Targets:** Up to critter's Magic. **Opposed Test:** Magic + Willpower vs. target's Reaction + Intuition. **Success:** As if target rolled a glitch on a test. **Success > 3 net hits:** As a critical glitch.

Astral Form M, Self, Auto, Always

Only exists in the astral plane. Only astral attacks or mana spells/powers may hurt it. Can only affect dual-natured beings or those on the astral plane through astral projection or astral perception. Can manifest on the physical plane as astrally projecting magicians.

Concealment P, LOS, Simple, Sustained

Can hide itself, other brings, or objects. Concealment subtracts a number of dice equal to Magic from Perception Tests to locate the concealed subject. **# Targets:** Up to Magic (meta-human size), or Magic x 5 (cat-size). Subjects can see each other if it chooses.

Confusion M, LOS, Complex, Sustained

Target unable to think clearly; becomes indecisive, forgetful, and befuddled. **Opposed Test:** Magic + Willpower vs. target's Willpower + Logic. **Success:** Net hits are negative dice pool modifier for target's actions.

Enhanced Senses P, Self, Auto, Always

Low-Light Vision and Thermographic Vision.

Guard P, LOS, Complex, Sustained

Protects against normal environmental accidents and hazards (incl. those induced by the Accident power). Can be used to prevent a glitch from occurring. Each event prevented counts as a service for spirits. **# Targets:** Up to Magic.

Influence M, LOS, Complex, Instant

Can exert its own will on a target. Implants a suggestion in target's mind. **Opposed Test:** Magic + Charisma vs. the target's Willpower + Logic. **Success:** Target acts as if it was his own idea. **Extra:** If target is confronted with the wrongness of the suggestion, he can make a Willpower Test to overcome it, the same way that mental manipulation spells can be overcome (p. 292).

Materialization M, Self, Complex, Sustained

Can project itself into the physical world and form a temporary "body". Can interact with, and affect, physical beings. Immunity to Normal Weapons.

Sapience P, Self, Auto, Always

Self-aware, capable of making own choices, and generally at or above the level of Homo sapiens. Can use skills Untrained (p. 131) and can default normally. Capable of learning new skills and magic (if awakened).

Search P, Special, Complex, Special

Magic + Intuition (5, 10 minutes) Extended Test to find target. Must have seen target before. Spirits can be provided with mental image. Can search from astral, even if target is in the physical world.

Situation	Threshold Modifier
Target is more than 1 km away	+1/km
Target is object or place	+5
Situation	Dice Pool Modifier
Target hidden by Concealment power	–Magic
Target hidden by mana barrier	–Force

Optional Powers

Fear M, LOS, Complex, Special

Fill victims with overwhelming terror. The victim flees in panic and doesn't stop until he is safely away and out of the critter's sight. **Opposed Test:** Willpower + Magic vs. target's Willpower + Logic. **Duration:** 1 Combat Turn per net hit. **After duration ends:** Target must succeed Willpower + Logic (net hits) Test to face it again.

Innate Spell

Can cast a single, specific spell known by the summoner. Can be opposed with the Counterspelling skill. Produces Drain as normal, and a –2 penalty for sustaining. Resist Drain with either Intuition or Charisma, at the GM's discretion.

Movement P, LOS, Complex, Sustained

Can speed up or slow down target's movement rate. Only functions in terrain that the critter controls. Can multiply or divide the target's movement rate by up to Magic. Several uses do not stack. (p. 399 for vehicles).

Psychokinesis P, LOS, Complex, Sustained

Can move object with mind. Similar to Magic Fingers spell (p. 294), acting as a magical "hand" with Strength and Agility equal to hits on a Magic + Willpower Test.